

CLAIMS

1. A game device comprising:

secondary play candidate data storage means for storing
5 secondary play candidate data containing one or a plurality of game
data used in playing a game and a name for the game data;

primary play candidate data name selection means for selecting
one or a plurality of game data names from secondary play candidate
data stored in the secondary play candidate data storage means as
10 one or a plurality of primary play candidate names;

primary play candidate data storage means for storing primary
play candidate data including primary play candidate data name
information for displaying said one or a plurality of primary play
candidate data names selected by the primary play candidate data
15 name selection means;

primary play candidate data name display means for displaying
said one or a plurality of primary play candidate data names selected
by the primary play candidate data name selection means based on
primary play candidate data name information;

20 play target data name selection means for selecting one or
a plurality of game data names from primary play candidate data
names displayed by the primary play candidate data name display
means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data
25 relating to said one or a plurality of play target data names selected
by the play target data name selection means as play target data;
and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

2. The game device of claim 1, wherein

5 primary play candidate data stored in the primary play candidate data storage means contains a game data name taken as the primary play candidate data name information and contains game data itself relating to at least part of the game data name.

10 3. The game device of claim 2, further comprising

 secondary play candidate data deletion means for deleting game data corresponding to primary play candidate data stored in the primary play candidate data storage means and the game data name from the secondary play candidate data storage means.

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4. The game device of claim 2 or claim 3, further comprising

 primary play candidate data collective reading means for collectively reading primary play candidate data stored in the primary play candidate data storage means, wherein

20 the primary play candidate data name display means displays the game data name included as primary play candidate data name information in primary play candidate data collectively read out by the primary play candidate data collective reading means as the primary play candidate data name to be displayed based on the primary
25 play candidate data name information, and

 the play target data acquisition means acquires game data from the primary play candidate data collectively read out by the primary

play candidate data collective reading means.

5. A program for having a computer to function as:

secondary play candidate data storage means for storing
5 secondary play candidate data containing one or a plurality of game
data used in playing a game and a name for the game data;

primary play candidate data name selection means for selecting
one or a plurality of game data names from secondary play candidate
data stored in the secondary play candidate data storage means as
10 one or a plurality of primary play candidate data names;

primary play candidate data storage means for storing primary
play candidate data including primary play candidate data name
information for displaying said one or a plurality of primary play
candidate data names selected by the primary play candidate data
15 name selection means;

primary play candidate data name display means for displaying
said one or a plurality of primary play candidate data names selected
by the primary play candidate data name selection means based on
primary play candidate data name information;

20 play target data name selection means for selecting one or
a plurality of game data names from primary play candidate data
names displayed by the primary play candidate data name display
means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data
25 relating to said one or a plurality of play target data names selected
by the play target data name selection means as play target data;
and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

6. An information storage media storing a program for having a
5 computer to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

primary play candidate data name selection means for selecting
10 one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate data names;

primary play candidate data storage means for storing primary play candidate data including primary play candidate data name
15 information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means;

primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected
20 by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display
25 means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected

by the play target data name selection means as play target data;
and

game control means for controlling a game based on game data
acquired by the play target data acquisition means.

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7. A control method for a game device comprising:

a secondary play candidate data storage step of storing
secondary play candidate data containing one or a plurality of game
data used in playing a game and a name for the game data in a non-volatile
10 storage device;

a primary play candidate data name selection step of accepting
selection of one or a plurality of game data names from secondary
play candidate data stored in the non-volatile storage device as
one or a plurality of primary play candidate names;

15 a primary play candidate data storage step of storing primary
play candidate data including primary play candidate data name
information for displaying said one or a plurality of primary play
candidate data names selected in the primary play candidate data
name selection step in the non-volatile storage device;

20 a primary play candidate data name display step for displaying
said one or a plurality of primary play candidate data names selected
in the primary play candidate data name selection step based on
primary play candidate data name information;

a play target data name selection step for accepting selection
25 of one or a plurality of game data names from primary play candidate
data names displayed in the primary play candidate data name display
step as one or a plurality of play target data names;

a play target data acquisition step for acquiring game data relating to said one or a plurality of play target data names selected in the play target data name selection step as play target data; and

5 a game control step for controlling a game based on game data acquired in the play target data acquisition step.

8. A game distribution method for distributing a program collectively or divided into parts, said program having a computer
10 to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

primary play candidate data name selection means for selecting
15 one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate data names;

primary play candidate data storage means for storing primary play candidate data including primary play candidate data name
20 information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means;

primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected
25 by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or

a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;

5 play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data; and

 game control means for controlling a game based on game data acquired by the play target data acquisition means.

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9. A game distribution device for distributing a program collectively or divided into parts, said program having a computer to function as:

15 secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

 primary play candidate data name selection means for selecting one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as
20 one or a plurality of primary play candidate data names;

 primary play candidate data storage means for storing primary play candidate data including primary play candidate data name information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data
25 name selection means;

 primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected

by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data;

10 and

game control means for controlling a game based on game data acquired by the play target data acquisition means.